

L1 - Introduction

February 11, 2020

1 Introduction

Dr Mokhtar Beldjehem - ME4239, Friday 13:05-15:05

1.1 Administrivia

1.1.1 PASS

Martin Klamrowski - martinklamrowski@cmail.carleton.ca

Monday, 6:30-7:00pm; Tuesday, 5:35-6:55 (TB219)

1.1.2 CULearn

Lecture slides, exercises, announcements and assignments will be posted on CULearn only. Additional resources such as web links will also be posted there.

1.1.3 Midterm

70 minutes. In class, on Thursday Feb 13.

1.1.4 Assumed Knowledge

- understand imperative programming concepts and use this to learn new languages
- understand memory management in an executing program, and show pictorially
- understand different designs for simple abstract and linear collections such as lists, queues and stacks
- construct simple recursive functions

1.1.5 Course Objectives

Developing and implementing programs as sets of collaborating objects.

1.1.6 Major Concepts

- classes
- objects
- encapsulation
 - information hiding
- inheritance
 - polymorphism

- class and object diagrams
- application of OOP to simple graphic user interfaces

This is an advanced programming course on object oriented programming. Extra assignments may be given to practice advanced Java.

[]: